

freegamemanuals.com



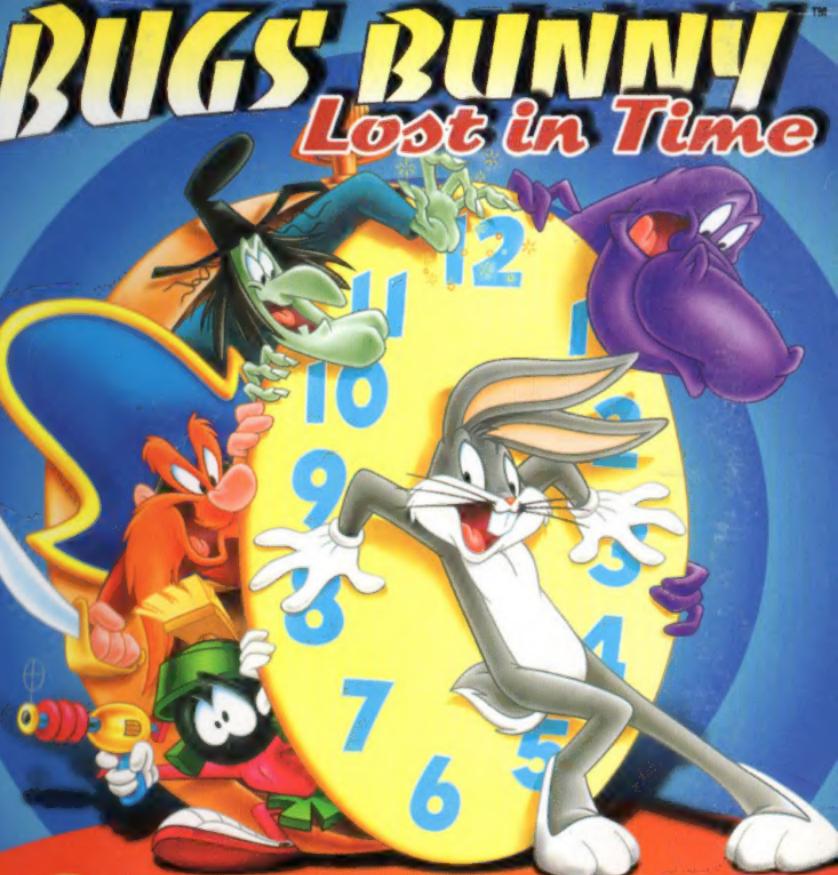
LOONEY TUNES, characters, names, and all related indicia are trademarks of Warner Bros. ©1999.
©1999 INFOGRAMES - INFOGRAMES NORTH AMERICA, 5300 Stevens Creek Blvd. Suite 500, San Jose, CA 95129



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES
© WITH THE NTSC U/C DESIGNATION, U.S. AND FOREIGN PATENTS PENDING.



PlayStation®
EVERYONE
CONTENT RATED BY
ESRB
SLUS-00038



Games for the Next "Mil-Looney-Um"



Warning: Read Before Using Your PlayStation® Game Console

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling Your PlayStation® Disc

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold it by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

Bugs' Bunny™

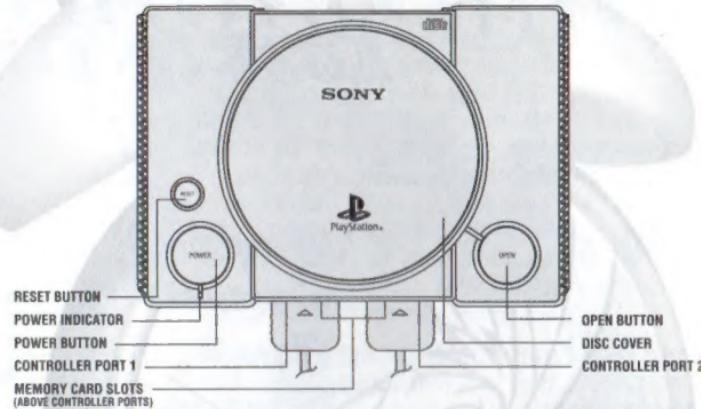
Lost in Time

CONTENTS

4	Getting Started	15	Inventory
5	Controls	16	Useful Objects and Weapons
8	It's A Long Way From Home	16	Special Features
9	Starting the Game	17	Secret Levels
9	Nowhere Land	18	How to Eliminate an Opponent
10	Selecting an Era and a Mission	18	What is the "?" over Bugs Bunny's Head?
10	Off to an Adventure Through Time	19	What is the "!" over Bugs Bunny's Head?
12	Pausing the Game	19	Saving Your Position
13	Bugs Bunny's Energy Level	19	Hints and Tips
13	Special Pick Ups	21	Help Line
15	The Ultimate Goal	22	Credits
27	Warranty & Service Information	3	



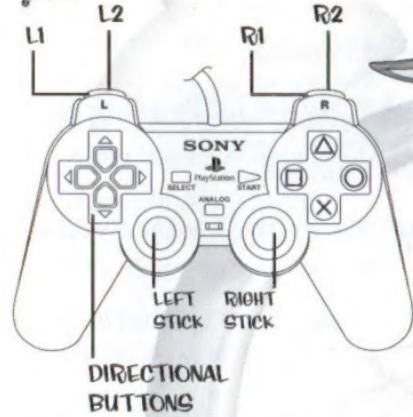
GETTING STARTED



- 1 Set up your Console according to the instructions in the User's Manual.
- 2 Check that the Console is OFF before inserting or removing a Disc.
- 3 Insert the "Bugs Bunny Lost in Time" Disc and close the Disc Cover.
- 4 To reload a game or save a new game, insert a Memory Card into Memory Card Slot 1.
Before starting, check to make sure you have enough free memory blocks available.
- 5 Connect your Controller to Controller Port 1 and turn on the Console using the Power Button (ON).
It is recommended that you do not connect or disconnect peripherals or Memory Cards while the Console is turned on.



CONTROLS



Controlling Bugs Bunny

Default Game Controls (Configuration 1)

Ears	○
Jump	×
Kick	□
Dive	○ + R1
Action	R1
Roll	L1
Eye	△

The Vibration function of the Analog Controller (DUAL SHOCK™) only operates when the Analog Controller (DUAL SHOCK™) is in LED Red Mode.

Directional Buttons

or Left Stick

▷ Run forward/climb up objects (i.e. poles and ropes).

▷ Run toward the camera/slide down objects (i.e. poles and ropes)

◀ Run left.

▶ Run right.

To walk, lightly move the left stick.



SPECIAL CONTROLS

Land softly using Bugs Bunny's ears like a helicopter:
Hold the "Ears" Button while falling.

Dive into a Rabbit Hole:

Press the "Jump" Button then the "Action" Button when standing over a rabbit hole.

Tunneling Underground:

Use the Directional Buttons or the Left Stick while Bugs Bunny is underground.

To Climb out of a Rabbit Hole:

Press the "Jump" Button.

Bugs Bunny's View:

Hold the "Eye" Button and use the Directional Buttons.

Jump Over an Activated Fan or Fountain:

Control Bugs Bunny's float with the Directional Buttons or Left Stick. The Jump action is also functional.

Driving a Car or Motorcycle, Riding a Bike or Goat:

Use the Directional Buttons or the Left Stick to move left or right. The Jump action is also functional.

Three other controller configurations are available.

To change the configuration, choose Controller Configuration after Loading/Starting a New Game, and follow the instructions.



Jump/Bounce Press the "Jump" Button.

Bounce High Hold the "Jump" Button while bouncing.

Crouch Press the "Ears" button.

Walk Softly and Quietly Hold the "Ears" Button and use the Directional Buttons or the Left Stick.

Push an object Hold the "Action" Button and use the Directional Buttons or Left Stick when near an object that can be pushed.

Pick up an object Press the "Action" Button and use the Directional Buttons or Left Stick when close to an object that can be picked up.

Drop object Press the "Action" Button.

Throw an object Press the "Kick" Button.

Kick object or villain Press the "Kick" Button.

Roll Press the "Roll" Button while running.



IT'S A LONG WAY FROM HOME

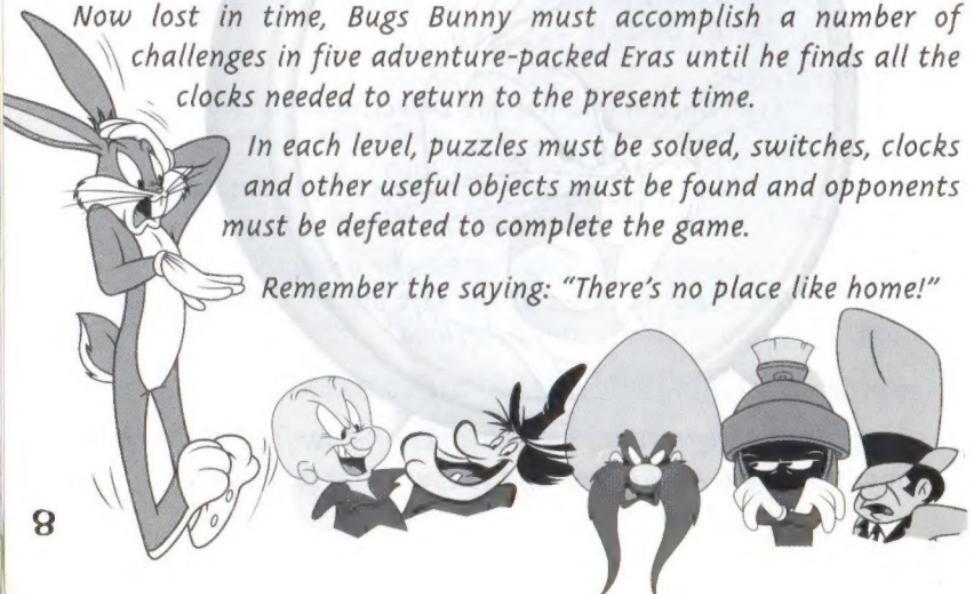
On his way to Pismo Beach, **Bugs Bunny™** accidentally finds and activates a time machine. Bugs Bunny is immediately propelled through five different Eras in time and must find his way back to the present.

It won't be an easy task, because blocking his way back home are some of the wildest troublemakers he has ever known — **Elmer Fudd™**, **Witch Hazel™**, **Yosemite Sam™**, **Rocky™** and **Marvin The Martian™**.

Now lost in time, Bugs Bunny must accomplish a number of challenges in five adventure-packed Eras until he finds all the clocks needed to return to the present time.

In each level, puzzles must be solved, switches, clocks and other useful objects must be found and opponents must be defeated to complete the game.

Remember the saying: "There's no place like home!"



STARTING THE GAME...

The first screen displays the following option: **Press Start**. If the **Start Button** is not selected, the demo mode is launched.

When you press the **Start Button**, the following message is displayed: **"Bugs Bunny Lost In Time requires one free block to save"**.

If no **Memory Card** is inserted in the **Memory Card slot 1**, two options are displayed: **Start New Game** and **Retry**.

If a **Memory Card** is inserted in the **Memory Card slot 1**, two other options are displayed: **Load Game** and **New Game**.

Choose **Load Game** to continue a previously saved game or **New Game** to begin the game.

If a **Memory Card** is inserted in the **Memory Card slot 1** and no save file has been created, you will be asked to create a save file.



NOWHERE LAND

Before Bugs Bunny sets off to explore time, he will first need a little training. When the game begins, Bugs Bunny will appear in a location called the **"Era Selector"**.

At the beginning, Bugs Bunny can only travel to a location called **"Nowhere"**. To access **Nowhere**, press the **×** button.

Here Bugs Bunny will meet **Merlin Munroe™** his mentor throughout the game. In Merlin's world, Bugs Bunny is taught all the skills required to complete the five different Eras in order to get back to the present.

Once he has successfully accomplished the challenges Merlin has set before him, Bugs Bunny will be awarded his first Clock. This Clock enables Bugs Bunny to return to the Era Selector and access an Era.



SELECTING AN ERA AND A MISSION

Once in the Era Selector, use the *Directional Buttons* or *Left Stick* to move the time machine left and right. Bugs Bunny will not be able to access all Eras at the beginning. Each Era requires a certain number of Clocks to gain entrance. If Bugs Bunny has enough Clocks to access the desired Era, press the **×** button.

Upon entering an Era, look for Rabbit Holes that offer access to different missions. Similar to Eras, missions also require a certain number of Clocks to gain access. If Bugs Bunny has accumulated the required number of Clocks, he can gain entrance by pressing "Jump" then "Action".



OFF TO AN ADVENTURE THROUGH TIME...

Now Bugs Bunny can explore time and meet up with some of the toughest adversaries in the *Looney Tunes™* universe:



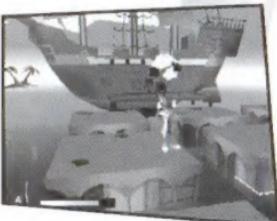
THE STONE AGE

A prehistoric world filled with **dinosaurs** and a very persistent cave man who resembles **Elmer Fudd**.



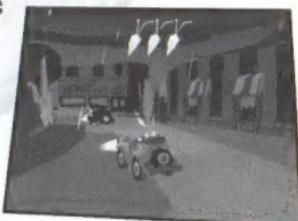
THE MEDIEVAL TIMES

A world of castles, **knights** and **Witch Hazel**, who wants to make Bugs Bunny the main ingredient in her rabbit stew.



THE PIRATE YEARS

A Caribbean island filled with crabs, oysters, and enough sea treasure to satisfy even a crusty old pirate like **Yosemite Sam**!



THE 1930S

An American city in the time of zoot suits and gangsters. Here Bugs Bunny finds himself in the middle of a bank robbery and two of the toughest gangsters around: **Rocky** and **Mugsy**.



DIMENSION X

Marvin The Martian's Space Station is filled with transporters, electrical hazards, robots and, of course, Marvin's minions.

There are also many secret areas to discover...



PAUSING THE GAME

Press the **START Button** to Pause the game. A menu will appear.

Use the **Directional Buttons** or the **Left Stick** to scroll through the options and press the **×** **Button** to make your selection.

Select **Continue** to return to the game.

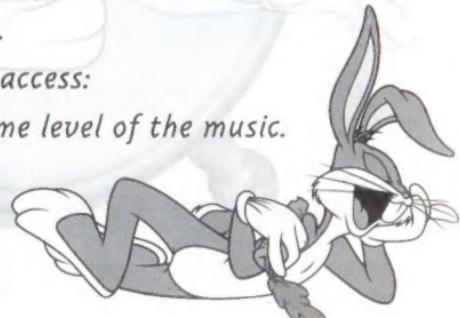
Select **Options** to change the game.

Within the Options Menu, you can access:

Music Volume - Change the volume level of the music.

Sound FX - Change the volume level of the sound effects.

Speaker Setup - Select either Mono or Stereo sound.



Vibration - Select the vibration function of the **Analog Controller (DUAL SHOCK)** to ON or OFF (Default setting: ON).

Select **Quit**, to exit the present level or game.



BUGS BUNNY'S ENERGY LEVEL

Bugs Bunny's energy is displayed by a special Carrot Bar that appears at the top of the game screen. A full energy bar displays three full carrots. The bar appears only when Bugs Bunny loses or gains energy. It can also be checked in the "Pause" menu. Bugs Bunny's energy decreases by one half carrot each time he is injured and can be refilled by picking up Normal Carrots. When it is empty, Bugs Bunny must restart from the last Checkpoint.

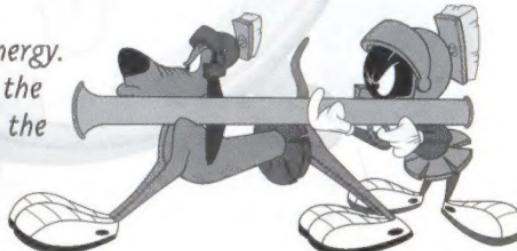


SPECIAL PICK UPS

There are four main pick ups in Bugs Bunny Lost in Time:

Normal Carrots

These give Bugs Bunny his energy. They can be found throughout the game, and are usually on the ground. If you collect enough carrots, you might earn a bonus Golden Carrot!



Golden Carrots

 These provide access to bonus levels. Each bonus level has a minimum number of Golden Carrots required to gain access. These are more difficult to find than Normal Carrots and are usually awarded when a more tricky task is completed.

Clocks

These allow you access to new levels. When enough Clocks have been collected the player will be allowed access.



Collecting Clocks are also the key to returning to the present time.

Acme Boxes



Bugs Bunny must break all of the red Acme Boxes in a level to be awarded an extra Clock. To break an Acme Box, Bugs Bunny must jump on top of it or kick it.



THE ULTIMATE GOAL!

Of course the ultimate goal is to return to the present. When Bugs Bunny has collected enough Clocks, the door to present time will be opened in the Era Selector. However, to fully complete the game, you must visit all areas, break every Acme Box, collect all Golden Carrots and collect all the Clocks. Bugs Bunny must even complete all the bonus levels and collect all their hidden items to complete the game 100%.



INVENTORY

An Inventory Screen is displayed when the **Start Button** is pressed. This screen displays how many **Clocks**, **Golden Carrots**, and **Acme Boxes** have been collected in each level and how many are available to collect.

* The **Golden Carrot** icon displays the total number of **Golden Carrots** found and the total number available in the level.

* The **Clock** icon displays the total number of **Clocks** found and the total number available in the level.

* The **ACME Box** icon displays the total number of **Acme Boxes** found and the total number available in the level.



USEFUL OBJECTS AND WEAPONS

Useful objects may be found throughout the quest.

A timer or a limited number of shots may restrict the use of some objects. Once time has expired, Bugs Bunny returns to his normal attributes.

Here is a partial list of items that can be found:

- * Stackable boxes can be used as steps.
- * A Torch to light certain objects.



Timed Explosives (TNT sticks or powder barrels) Bugs Bunny can arm or throw.

A large Mallet to break objects or squash an enemy.



SPECIAL FEATURES

During the game, Bugs Bunny will be visited by Merlin Munroe.

Sometimes, Merlin provides hints about movements or hidden locations. He will also give Bugs Bunny magic spells to reach and open locked or inaccessible locations. To obtain a special feature, position Bugs Bunny over a special symbol and press "Action". Here is a list of spells:



Hocus-Pocus!

Starts fans for a limited time period.



Olly-Oolly-Oxen Free!

Gives Bugs Bunny a super jump to access difficult areas.



Open Sesame!

Opens magic doors.



Magical Tune

Gives Bugs Bunny the ability to play music.



SECRET LEVELS

The entrance of each Secret Level is marked with a specific number of Golden Carrot symbols.

Bugs Bunny must collect the same amount or more Golden Carrots to enter a secret level. When Bugs Bunny fails or quits a Secret Level, he will reappear in front of the Secret Level entrance.



HOW TO ELIMINATE AN OPPONENT

There are many ways:

One way is to jump on their head. It will either stop or eliminate the opponent.

Then give him a kick! This method can be used on most smaller enemies.

You can also use special weapons or trap them under heavy falling objects like anvils and bank safes!

Some larger opponents require different methods. For example, to neutralize a medieval hangman, first make him run after you until he becomes tired. Breathless, he will stop. Now run behind him and give him a kick.

Do it quickly, because he will soon be chasing you again.



WHAT IS THE "?" OVER BUGS BUNNY'S HEAD?

When a question mark appears over Bugs Bunny's head, it means something nearby can be either read or checked.

Press the "Action" Button to see what the question mark is all about. Either you will hear dialogue or text will appear



at the bottom of the screen. Text will disappear after a short period of time or after a requested action. Follow the on-screen instructions.



WHAT IS THE "!" OVER BUGS BUNNY'S HEAD?

When an exclamation mark appears over Bugs Bunny's head, it means that something nearby can be activated. Press the "Action" Button.



SAVING YOUR POSITION

To avoid having to restart at the beginning of a level, it's necessary to find special locations called Checkpoints. They are represented by an icon of Merlin's hat.

When Bugs Bunny touches a Checkpoint, it saves this position until the next Checkpoint is crossed. To Save a game, press "Action" when a "!" appears over Bugs Bunny's head, Merlin will appear and ask about saving Bugs Bunny's position. Answer "YES" or "NO".



HINTS AND TIPS

* The game progression is partially non-linear. Though you will need a varying number of Clocks to enter Eras, you can leave and return to an Era without entirely completing it.

- * The best way to find hidden objects such as Golden Carrots or Clocks, is to use Bugs Bunny's eyes (the  button + Directional Buttons) and pan the camera around.
- * Move the camera when you find your vision blocked — by using the L2 and R2 Buttons. This will allow you to choose the best view of an area.
- * To activate switches, either kick or jump on them.
- * To activate TNT, either kick it, jump on top of it or throw it.
- * You can stack multiple items. Carry one, jump on the other and drop the first one. Then you can carry both at the same time. If you want to "unstack" them, just throw them with the "Kick" Button.



HELP LINE

infogrames can help you by phone between the following hours:

Monday - Thursday 8:00 am - 5:00 pm PST and Friday
9:00 am - 5:00 pm PST at (408) 296-8400

Fax: Faxes may be sent anytime to: (408) 246-0231
www.infogrames.net.

Infogrames order line: 1-877-INFOGRAMES

Infogrames Tip Line in the U.S. just dial 1-900-78-OCEAN (\$.95 per minute). Must be 18 years or older or have parent's permission to call. Touch-tone only. Prices subject to change without notice.

INFOGRAMES NORTH AMERICA/TECH SUPPORT

5300 Stevens Creek Blvd, Suite 500
San Jose, CA 95129



CREDITS

Behaviour Interactive

Lead Game Designer and Art Director:

Claude Pelletier

Executive Producer:

Remi Racine

Producer:

Denis Lacasse

Associate Producer:

Martin Rhéaume

Game Design:

Mario Lord

Additional Art & Design:

Carl Loiselle

Lead Programmer:

Martin Ross

Programmer:

Stéphane Leblanc

Lead Tool Programmer:

Sébastien Hudon

Tool Programmer:

Frédéric Hébert

Additional Tool Programmers:

Michel Langlois

Vincent Bherer-Roy

Mathieu Tanguay

Pierre Couillard

Dominique Brown

Technical Director:

Christian Aubert

Lead Integrator:

Pierre Couillard

Integrators:

Sylvain Morel

Hugo Morin

Stéphane Gravel

Additional Integrators:

Martin Rhéaume

Saray Pech

Michel Marcoux

Gérard Bélair

Dominic Brown

Lead 2D Artist:

Pierre-Martin Drolet

2D Artist:

Martin Dubeau

Lead Modeler:

Mario Brodeur

Modelers:

Stéphane Jencas

Keridan Elliott

Pascal Brulotte

Lead 3D Animator:

Stéphane Labrecque

3D Animators:

Stéphane Duchesne

Additional Animation:

Mylène Villeneuve

Original Music:

Gilles Léveillé (Studio Global inc.)

Sound FX:

Les Productions Pierre Rousseau

Sound Technician:

Yves Gendron

Facilitator:

Alain Moreau

MIS:

Gaétan Brochu

Additional Help:

Thomas Wilson

Steve Lapointe

Special thanks to:

Caroline Violeau, Mau, Claudine Bisson (B.C), Alexandra Couillard and

Myriam Boucher, Isabelle Vien, Sylvie Boucher, Karine Morel, Julie Daigle,

Véronique Gagnon, Dominique Martel, Céline Gervais, Anne Chênevert,

Patricia Thériault, Cécile Lointier, Nathalie Auger and Chopin, Vicky and

Jordan, Daniel Goupi, Mélanie Tremblay, Hélène Alain, Marie-

Christine Olivier Laflamme, Véronique Bourbeau and Colombine, Maud Leclerc and Sabrina, and finally

The Green Mamella, Sandrine Hideux, Dominique Champagne, Monique

Forget, Nathalie Robitaille, Danielle Huot, Ghislain St-Pierre and to

Behaviour Communications.

Food by:

Jean-Paul and Joseph from our favorite Vietnamese restaurant.

A lot of junk food places around here.

No Special Thanks to:

The chicken place up the street for not delivering free of charge.

Infogrammes

VP of I. Heroes Label:

Catherine Simon

Executive Producer & Producer:

Christophe Gomez

Brand Manager:

Lisa Cheney

Art Director:

Nicolas Pothier

Package Design:

Jean-Claude Menenteau

Olivier Lachard

Manual Design:

Michel Mégoz

Edition:

Emmanuelle Tahmazian

Patrick Chouzenoux

Sophie Melliet

Sylvie Combet

Beatrice Vrdoljak

Translation:

Beate Reiter

Beatrice Rodriguez

Monika Steinhauer

Territory Marketing:

US Jeff Blanc

UK Jerry Momoda

France Michael Pattison

Germany Frédérique Joseph

Italy Stéphanie Camau

Spain Carmen Metz

Italy Didier Hugon

Spain Laura Aznar

Benelux Björn Joos

Australia Angelique van der Weerden

Portugal Simon Alty

Portugal Vera Lameras

Alpha Test

Alpha Testing Manager:

Dominique Morel

Alpha Testers:

Emmanuel Cholley

Noel Kechichian

Emmanuel Desmaris

Nicolas Pacaut

Sébastien Soulier

David Silvy

Beta Test

Beta Testing Manager:

Bruno Trubia

Lead Beta Testers:

Christian Ampère, Julien Amougu

Testers:

Stéphanie Michel, Rudy Gambade, Alex Flacher,

Sébastien Imbert, Manuel Poitevin, Jean-

Sébastien Nicolle, Ryan Wooldridge, Anthony

Macare, Mbokah

Technical Support Group:

Emmanuelle Perigault-Vigier

Rebecca Pernered

Special Thanks to:

Bruno Bonnell, Jean-Marie Dura, Jean-Philippe

Agati, Norbert Cellier, Fabienne Fournet,

Christophe Maridet, Richard Courtois, Noële

Rigot, Véronique Compagne-Louvet, Arthy, JBB,

Brandon Smith, Béryl Gonnard, Caroline

Fauchille, 3D-Light, Laurence, Maxence and

Samuel.

Warner Bros. Interactive Entertainment

Producer:

Brett Skogen

Vice President Worldwide Publishing,

Kids' WBI Music and Interactive Entertainment:

Michael D. Harkavy

Director:

Rob Sebastian

Manager:

Aaron Endo

Creative Director:

Charles Carney

Marketing Manager:

Scott Johnson

Group Category Manager, France:

Anoush Kevorkian

Category Head, Europe, Middle East & Africa:

Karen Bailey

Special Thanks:

Peter Tumminello, Allen Helbig, Lorri Bond,

Daniel Brock, Jeff Meyer, Noel Blanc, Bill Baldwin Jr.,

Catherine Sollecito, Heidi Behrendt, Jim Molinaro,

Zachary Monge, Catherine Frizat, Laura Marquez

NOTES

NOTES



WARRANTY AND SERVICE INFORMATION

Infogrames Entertainment, Inc. warrants to the original purchaser only that the CD provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the CD to Infogrames Entertainment, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the CD, free of charge to the original purchaser (except for the cost of returning the CD) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Infogrames Entertainment, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by the law, damages for personal injury, even if Infogrames, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.

You may not reproduce, prepare derivative works based upon, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of the Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This Program is intended for private use only.



INFOGRAMES

INFOGRAMES NORTH AMERICA
5300 Stevens Creek Blvd, Suite 500
San Jose, CA 95129